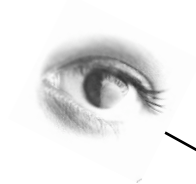


Light Source



Eye



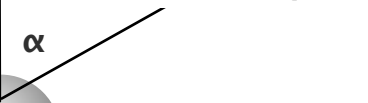
Normal



Ray



Reflected Ray



α

α

A

